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## Appendix I

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# DICTIONARY OF COMPUTING

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The great advances in the theory, technology, and growth in the uses to which people use them. As the terminology. For this over 550 new entries have been extensively updated of computing, especially of computer organization and developments in computing, networking, and a single alphabetical list of associated fields of electronic computing covered in

algorithms and the programming languages, program development, data structures, operating systems, computer organization, hardware, including computer communication, information technology, computer applications, major computer legal aspects of

The entries in the branches of computing range from basic level computer science tables. The dictionary of science and of all be a valuable reference of computing as

A major under the dictionary has Market House and appreciation effort.

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## DATABANK

**databank** A system that offers facilities for the deposit and withdrawal of data to a community of users on a particular topic (e.g. biological species, trade statistics, commodity prices). While it need not be an open public facility, the usual implication is that the user community is widespread. Access to a databank may be, for instance, via a \*videotex facility, or via any other form of \*network, or even via the postal service. The data itself may be organized as a \*database or as one or more \*files.

**database 1.** Normally and strictly, a \*data file that is defined and accessed using the facilities of a \*database management system (DBMS); this implies in particular (a) that it is defined by means of a \*schema that is independent of any programs that access the database (see data independence), (b) that it uses \*direct access storage.

The use of a DBMS offers better control over data (see database administrator), and more sophisticated file organization and access methods, than are otherwise normally available. Because of the latter point, databases can be more complex than conventional files, and they often integrate the data previously held in many separate files. Size and complexity, however, are not necessary characteristics of databases: the availability of DBMS software on microcomputers, for instance, leads to many small and simple databases, where the advantage gained by using a DBMS is ease of definition and access.

Database use may be partitioned into three roles: end-users (who supply and/or receive the data), programmers (who write \*applications programs to process the data), and \*database administrators. For a large database, each role may be performed by many people; for a small database, one individual may carry out all three roles.

See also database language, database system, data dictionary.

2. Occasionally and loosely, one or more \*data files, however defined, accessed, and stored, that hold nontransient data in a computer application.

**database administrator (DBA)** A person responsible for the specification, design, implementation, efficient operation, and maintenance of a \*database. The identification of a distinct role for database administration follows from the concept of \*data independence, and from the realization that databases form an important and valuable corporate resource. The DBA works with users in establishing database requirements, as part of the activity of system specification; he uses a \*data description language for database definition, as part of the activity of system design; he works with programmers whose programs need to access the database; he is responsible for loading the database with data, as part of the activity of system implementation; he monitors the performance of the database, using available hardware/software tools, to determine when the data should be reorganized or the database redesigned.

Overall, the DBA should seek to achieve \*database integrity, \*security, and efficiency. He is particularly concerned with balancing the conflicting requirements (of end-users and programmers) arising from the fact that the database may be shared by a number of different applications. Two distinct roles are emerging: a business-modeling role, and a technical role of making the database management system work.

**database integrity** The condition of a database in which all data values are correct, in the sense (a) of reflecting the state of the real world — within given constraints of accuracy and timeliness — and (b) of obeying rules of mutual consistency. The maintenance of database integrity involves integrity checking, and recovery from any incorrect state that may be detected; this is the responsibility

of a \*database administrator. See also the facilities of a \*database management system.

**File integrity** can be defined in terms. Typically, however, files subject to less extensive integrity than databases.

**database language** A generic term referring to a class of languages for defining and accessing \*data. Database languages comprise more \*data description languages, one or more \*data manipulation languages; these may be referred to as *sublanguages*. An important question is whether a database language is designed (a) to be used as an extension to an existing programming language (which is referred to as a *query language*), or (b) to be used as a replacement for any programming language (in which case it may be referred to as a *general purpose language*), or (c) to be used in particular database languages associated with a particular database management system. Both (b) and (c) include with database languages include \*ANSI/SPARC and \*ISO.

**database management system** A software system with facilities for \*database language processing, both (b) the handling of database access requests, and/or end-user programs and/or end-user maintenance of \*data. A DBMS thus has facilities both with \*compilers and with \*operating systems, and may be at the level of \*abstract machines or offer to programmers.

Three classes of database systems have traditionally been distinguished: \*hierarchical, \*network, and \*relational. The distinction between these classes is harder to maintain, and it seems likely that

sionally and loosely, one or more data files, however defined, and stored, that hold nontransferring information in a computer application.

**database administrator (DBA)** A person responsible for the specification, design, implementation, efficient operation, and maintenance of a database. The identification of a distinct role for database administration follows from the concept of database independence, and from the fact that databases form an integral and valuable corporate asset. The DBA works with users in defining database requirements, as well as the activity of system specification. He uses a data description language for database definition, as part of the activity of system design; he works with programmers whose programs need access to the database; he is responsible for maintaining the database with data, as well as the activity of system implementation. He monitors the performance of the database, using available hardware/software tools, to determine when the database should be reorganized or the data redesigned.

1. The DBA should seek to maintain database integrity, security, and efficiency. He is particularly concerned with balancing the conflicting requirements (of end-users and programmers) arising from the fact that the database may be shared by a number of applications. Two distinct roles emerge: a business-modeling role, and a technical role of making the database management system work.

**integrity** The condition of a database in which all data values are consistent in the sense (a) of reflecting the real world – within given limits of accuracy and timeliness – and (b) of obeying rules of mutual consistency. The maintenance of database integrity involves integrity checking, and recovery from any incorrect state that is detected; this is the responsibility

of a database administrator, using the facilities of a database management system.

**File integrity** can be defined in similar terms. Typically, however, files are subject to less extensive integrity checking than databases.

**database language** A generic term referring to a class of languages used for defining and accessing databases. A database language comprises one or more data description languages and one or more data manipulation languages; these may be referred to as *data sublanguages*. An important distinction is whether a database language is designed (a) to be used as an extension to an existing programming language (which is referred to as the *host language*), or (b) to be used independently of any programming language (in which case it may be referred to as *free-standing*), or (c) to be used in either way. A particular database language will be associated with a particular database management system. Bodies concerned with database language standardization include ANSI/SPARC, CODASYL, and ISO.

**database management system (DBMS)** A software system with facilities for (a) database language processing, to permit both (b) the handling of run-time calls for database access from application programs and/or end-users and (c) the maintenance of database integrity. A DBMS thus has features in common both with compilers and with operating systems, and may be seen as raising the level of abstraction that those systems offer to programmers and end-users.

Three classes of DBMS have conventionally been distinguished, supporting hierarchical, network, and relational database systems. The distinctions between these classes are becoming harder to maintain, however, and it seems likely that other classes will

emerge; this conventional classification is thus losing its usefulness.

The following are well-known DBMSs: ADABAS, dBASE IV, DBOMP, DMS-1100, IDMS, IDS, \*IMS, \*INGRES, MDBS, \*NOMAD, QBE, TDMS, and TOTAL.

**database recovery** The process of restoring database integrity once a database has been found to be incorrect. See also recovery log.

**database system 1.** A database together with its database management system (software) and storage devices (hardware). A database system is a complex form of associative memory. A data item in a database is typically associated with many other items, some of which may be physically contiguous (i.e. in the same record) and others not. Data is usually retrieved by giving values of specified items, in order that the system should respond with the values of specified associated items. For example, a system might retrieve employee name and annual salary for a given employee number, or the registration numbers of all cars of a given color, make, and year of registration.

2. Short for database management system.

**data break (cycle stealing)** See direct memory access.

**data bus (data path)** A group of signal lines used to transmit data in parallel from one element of a computer to another. The number of lines in the group is the *width* of the data bus, each line being capable of transferring one bit of information. In a mainframe the width of the data bus is typically equal to the word length, i.e. 32, 48, or 64 bits. The data bus used to interconnect LSI components need not have the same width as is used on the chips themselves. For example, a processor with an internal data bus width of 32 bits could



procedure for producing the result takes the form of a sequence of operations, and thus with imperative languages the notions of flow control and ordering of statements are inherent. Such a language is typically characterized by the presence of assignment statement, which, being imperative (the assigned value replaces previous value of the variable), also depends on the notion of ordering. Imperative languages are closely associated with the von Neumann model of computation, and the majority of widely used languages - including COBOL, FORTRAN, Algol, and Pascal - are imperative.

**simulation** The activity of proceeding from a given design of a system to a working version (known also as an *implementation*) of that system, or the specific way in which some part of a system is made to fulfill its function. For example, a control unit may be implemented by random logic or by programming; a multiplier may be implemented by successive additions and subtractions or by a table look-up. Another example occurs in computer families, where different implementations may exist in the type of circuit elements used or in the actual parallelism (as opposed to logical parallelism) of the

hardware. In software, use of the term *simulation* implies that all major design decisions have been made so that the implementation activity could be relatively straightforward. For many systems a number of important characteristics may become bound until the implementation activity; examples include the programming language in which the system is written, the type of computer employed, the actual hardware configuration, or the operating system used. In such systems there may be a number of distinct implementation activities in order to provide several versions of the system, e.g. written in different

languages or operating on different hardware.

**implicant** A \*product term that covers at least one of the \*standard sum of product terms in a \*Boolean function, but will introduce no new (unwanted) standard sum of product terms.

A *prime implicant* is an implicant that includes a \*standard product of a function that is not otherwise included.

**implied addressing (inherent addressing)** A type of \*addressing scheme, the term referring to the fact that in many instruction formats the location of one or more operands is implied in the instruction name and is specified in the instruction description. An implied address is usually that of one of the machine registers.

**import list** In modular languages such as \*Modula-2, a list of the names used inside a module that are declared in other modules.

**impulse noise** \*Noise of large amplitude and some statistical irregularity, affecting an analog channel severely but (relatively) infrequently. In contrast, \*white noise affects it (relatively) unseverely but continuously. Impulse noise affecting an analog channel carrying a binary signal usually causes \*burst errors.

**IMS Trademark** A well-established \*database management system provided by IBM. It was originally a \*hierarchical system but has gained additional nonhierarchical features as a result of practical needs.

**inactive** Not running (pertaining to the state of a process).

**incidence matrix** A representation of a \*graph  $G$  employing a \*matrix in which there is a row for each vertex  $v$  of  $G$ . The entries on this row are just the vertices that are joined by an edge to  $v$ .

**inclusive-OR gate** Another name for OR gate.

**inclusive-OR operation** Another name for OR operation, making explicit the difference between this and the \*exclusive-OR operation.

**incompleteness theorems** See Gödel's incompleteness theorems.

**incremental compiler** A compiler that can compile partial programs, and can compile additional statements for a program without recompiling the whole program. Incremental compilers were at one time in vogue for interactive programming, but interactive language systems nowadays are almost always implemented in an interpretive manner.

**incremental plotter** A device that can draw graphs and other line images when fed with digital data. The plotter forms the image by moving a pen or the paper or both in a succession of increments. The increments are typically 200 per inch for drum plotters and can be 500 per inch for flatbed plotters. See also plotter.

**indegree** See degree.

**indeterminate system** A logic system whose \*logic states are unpredictable.

**index 1.** A set of \*links that can be used to locate records in a \*data file. In a *single-level index*, and at the lowest level of a *multilevel index*, an entry points directly to an individual record or to a group of records. At the higher levels of a multilevel index an entry points to a group of entries at the next lower level; a multilevel index is used where the size of a file would give rise to excessive search time using a single-level index. The B+ tree (see B-tree) is an efficient form of multilevel index. See also indexed file.

**2.** The value held in an \*index register.

## INDEXED ADDRESSING

3. (subscript) An integer value selecting a particular element of an \*array. In some high-level languages, arrays can be indexed by ordered sets of discrete values that are not integers, such as the names of the days of the week or the names of the chemical elements.

**indexed addressing (indexing)** A method of generating an \*effective address that modifies the specified address given in the instruction by the contents of a specified \*index register. The modification is usually that of addition of the contents of the index register to the specified address. The automatic modification of index-register contents results in an orderly progression of effective addresses being generated on successive executions of the instruction containing the reference to the index register. This progression is terminated when the index register reaches a value that has been specified in an index-register handling instruction.

**indexed file** A \*data file in which \*records can be accessed by means of an \*index. If the same field is used both in the index and for sequencing the records in the file, the index is called a *primary index* (and the file is called an *indexed sequential file*). Otherwise the index is called a *secondary index* (see inverted file).

**indexed sequential file** A file combining properties of \*random-access files and \*sequential files. See indexed file, ISAM.

**indexing** See indexed addressing.

**index register** A register that can be specified by instructions that use \*indexed addressing. An index register is usually controlled by one or more instructions with the ability to increment or decrement the register by a fixed amount, to test the register for equality with a specified value (often zero), and to jump to a specified location when

equality is achieved. It is part of the \*processor status word.

**indicator 1.** A bit or bit configuration that may be inspected to determine a status or condition. Examples are an \*overflow bit, a device status, any portion of the \*program status word. See also qualifier register.

2. A visual, sometimes aural, indication of the occurrence of a specific status or condition, e.g. system running (halted), undefined instruction.

**indirect addressing** A method of addressing in which the contents of the address specified in the instruction (which may itself be an \*effective address) are themselves an address to be used to provide the desired memory reference. Two memory references are thus needed to obtain the data.

One use of indirect addressing is to supply a way of circumventing short address field limitations since the first memory reference provides a full word of address size. Another use is as a pointer to a table. Since an operand is not available at the usual time in the fetch-execute cycle, completion of that cycle must be deferred until the operand is finally available. Indirect addressing is thus sometimes referred to as *deferred addressing*.

**induction** A process for proving mathematical statements involving members of an ordered set (possibly infinite). There are various formulations of the principle of induction. For example, by the *principle of finite induction*, to prove a statement  $P(i)$  is true for all integers  $i \geq i_0$ , it suffices to prove that

- (a)  $P(i_0)$  is true;
  - (b) for all  $k \geq i_0$ , the assumption that  $P(k)$  is true (the *induction hypothesis*) implies the truth of  $P(k+1)$ .
- (a) is called the *basis* of the proof, (b) is the *induction step*.

Generalizations are possible. Other forms of induction permit the induction

step to assume the truth of also that of

$P(k-1), P(k-2), \dots, P$  for suitable  $i$ . Statements of  $s$  ables can also be considered structural induction.

**inequality** A \*binary relationally expresses the relative n two quantities, usually num more generally elements of ordered set (see partial orde

The inequalities defined gers usually include

- $<$  (less than)
- $\leq$  (less than or equal to)
- $>$  (greater than)
- $\geq$  (greater than or equal to)
- $\neq$  (not equal to)

A similar set of inequalities defined on the real numl equalities can produce err in programming language the inherent inaccuracies i numbers are usually re floating-point notation).

The term inequality is to any comparison invc expressions and using t bols. A special case is equality:

$$|a + b| \leq |a| + |b|$$

where  $| \cdot |$  denotes the function.

**inference** The formal m ing that underlies lo Rules, of inference pr whereby a logician or program (see theorem) previous results, theore derive new results. S tional calculus, predica

**Inference engine** With \*expert systems, the i system program that \*knowledge base ances. If the knowled as a program then it is the interpreter. The